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# CYTRON MASTERS™

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## SPECIAL NOTE TO ATARI OWNERS

Dear Friends,

Boy are you in for a real treat! CYTRON MASTERS for the Atari is a new and improved version of an already great game. As you may know, CYTRON MASTERS was originally written for the Apple II computer. When we decided to convert the game to the Atari, we were faced with a dilemma. Do we simply duplicate the Apple version (as many game developers have done) or do we undertake a significant redesign of the program in order to utilize the sophisticated graphics and sound capabilities of the Atari? Well, as you'll soon see, we chose the latter. The result is that YOUR version of CYTRON MASTERS is a new game that incorporates all of the exciting features that make the Atari a truly remarkable computer.

The rules and general play of the game are exactly the same in both versions. So be sure to read your Game Manual to become familiar with Symbolic Warcraft, the different types of CYTRON units, and how to effectively manage your troops. As you read the manual, however, you will notice references to items which are specific to the Apple version of the game. Don't let that bother you. This note will serve as an addendum to the manual and will explain the new features of the Atari version.

CYTRON MASTERS is available on both disk and cassette. To begin, you should remove any cartridges from your computer. If you have the disk version, insert the Game Master diskette in Disk Drive 1 and turn the computer on. If you have the cassette version, first place the cassette in your recorder and press PLAY. Then turn the computer on while holding down the **START** key. After you hear a short buzz, press **RETURN**.

You can now choose the type of game you wish to play. Use the **OPTION** key to choose one of the three difficulty levels. Novice level is for beginner players, Master level is for Intermediate players, and Grand Master level is for Expert players. Now use the **SELECT** key to choose between a one or two-player game. If you choose the one-player game, you will be matched against the computer. When you are satisfied with your choices, press the **START** key to begin the game. At any time during the match, you may pause the action by pressing the "space" bar on your keyboard. Pressing the "space" bar again will resume the game exactly where you left off. At any time the game is paused, however, you may press the **OPTION**, **SELECT**, and **START** keys to begin a new or different type of game. If you press the **START** key by itself, you will start a new game of the same type and level. But by pressing the **OPTION** or **SELECT** keys, you can switch to a totally different type of game.

One important difference between the Apple and Atari versions concerns the player's interaction with the game. The Apple version is played with game paddle controllers, and the Game Manual describes in detail the special way in which they must be used. You, however, have the advantage of using the versatile Atari joysticks. In fact, we found that using joysticks actually makes the game much easier to play! Less effort is required to communicate battle instructions to the game, thereby allowing the players additional time to concentrate on strategy. In a two-player game, the left player uses port #1 and the right player uses port #2 for their joysticks. Use port #2 when you are playing against the computer.

As explained in the Game Manual, players create CYTRON units and implement their respective battle strategies by making menu selections. You will choose among different menu options by using your joystick. To do this, simply move your joystick (up, down, left, right, or to the center) until the option you want is highlighted. Then press the joystick button to select that option. The Main Menu consists of four options: **MAKE**, **LOCATE**, **DIRECT**, and **ORDER**. Once you choose one of the Main Menu items, you will go through one or more sub-menus in which you refine your initial choice. **LOCATE**, **DIRECT**, and **ORDER** work slightly different than described in the manual.

When you choose LOCATE (to position the Transport Beam), the Beam Point symbol on your TV screen will enlarge (as though you are viewing it through a microscope). Your joystick will now move the Beam Point almost anywhere on your side of the battlefield. To choose a new position for the Beam Point, simply move the symbol to the location you want and press the joystick button. You will notice that the Beam Point symbol for the left player is blue, and the symbol for the right player is orange (or green, depending on your TV and color setting).

Directing individual CYTRONS is simplicity itself. Immediately after choosing the DIRECT option in the Main Menu, you will see a box-shaped cursor appear on your side of the battlefield. Now use your joystick to move the cursor until it is over the unit you want to direct. Note that you can place your cursor over an enemy unit, but you cannot direct it. When your cursor is over the unit you wish to direct, press your joystick button to select it. You will then see a direction menu consisting of four arrows (up, down, left, right), and the words 'halt' and 'destruct'. Choose one by moving the joystick to the direction (or action) you want. The cursor assumes the color described above.

To order a Commander, you follow essentially the same procedure as in DIRECT. The only difference is that after selecting ORDER in the Main Menu, your cursor will automatically be placed over one of your Commanders. If this is not the unit you want to order (you can have up to three Commanders), move your joystick, and the cursor will be placed over the next Commander.

One final note about menus. To exit from any sub-menu, move your joystick all the way up and hold it there for a second. The word 'exit' will appear on the screen. If you press your button while 'exit' is highlighted, you will be returned to the Main Menu. If the word 'exit' is visible, but you wish to return to the sub-menu, simply move your joystick down before pressing your button.

Your joystick also makes guiding Missiles and Anti-Missiles much easier. Once a Missile is launched, move your stick up to guide the Missile up, down to go down, etc. That's all there is to it. Just remember, disregard the lengthy instructions in the Game Manual for using the Apple paddles and rejoice over the simplicity of the Atari joysticks.

We hope you enjoy playing CYTRON MASTERS. We're very proud of it. And be sure to watch for new Atari games from us. We've really become infatuated with the Atari. It's a great machine!

Have fun,



Dan Bunten

## Atari Game Credits:

Game Design: Dan Bunten

Program: Dan Bunten, Jim Rushing and Alan Watson

Special Effects: Jim Rushing and Alan Watson

\* **Cassette Owners:** If you wish to update to disk version of this game, just send your old cassette and \$10.00 to Strategic Simulations Inc. and we'll send you a Cytron Masters Atari disk.

